



Kategorie: Management Consulting

The online business games "Fish Market" and "The Merchant of Venice" - software development, didactical concept and dissemination

Einreicherdaten

Firma: Gutwirth Consulting

Ansprechperson: Gutwirth

Anzahl Angestellte: 1 - 10, Anzahl freie Mitarbeiter: 1 - 10

Umsatz: keine Angabe

Beschreibung: We have been a consulting company since 1982. We are consulting mainly in the fields of organization, IT and project management.

Kundendaten

Firma: Pädagogische Hochschule Tirol

Ansprechperson: Schöpf

Anzahl Angestellte: 101 - 200, Anzahl freie Mitarbeiter: none

Umsatz: keine Angabe

Beschreibung: Design, planning and execution of training and further education for all 10.200 Tyrolean teachers.

Research and Innovation in the field of education.

Projektbeschreibung kurz

We have developed two educational games with the focus on accounting. The first game "Fish-Market" is a combination of corporate planning, strategy, accounting and ecology. The aim is to maximize the equity by fishing and fish farming. Winner will be the team with the best strategy while focusing on sustainability and protection of resources. It is more suitable for students aged 18 to 25.

The Game "The Merchant of Venice" is an exciting online game with an economic and historical background. It is aimed for a secondary level and includes playful elements like pirate raids. The user manages a trading company in the Venice in the 15th –Century doing business with foreign countries.

Users can select the single or double entry accounting or they can outsource their accounting and are learning to interpret the reports of balance sheet and profit & loss.

We produced a didactic concept for the implementation in education of students and the advanced training of teachers.